

PERCUSSION ESSENTIALS X3M

Strezov
SAMPLING

ABOUT STREZOV SAMPLING

STREZOV SAMPLING © is a division of STREZOV MUSIC PRODUCTIONS LTD – a company created by George Strezov – orchestrator, composer and orchestra/choir contractor in Sofia, Bulgaria.

We have been sampling since December 2012 when we started out with Storm Choir 1 and throughout that time we learned and incorporated a lot into our products. Our team is passionate about sample libraries because at the end we are the first customers of the products – we are composers and arrangers working around the world. Our headquarters are based in Sofia, Bulgaria where we record the fantastic musicians and singers that breathe life into the tiny .wav samples that we later include into Kontakt.

DISCLAIMER / PHILOSOPHY

We would like to note that, in our pursuit for more lively and natural samples, we tend to avoid a few things that are considered commonplace. We used some normalization on the samples, but tried to keep the depth of the instrument dynamics. We embrace candid, lively samples that include some natural imperfections.

ABOUT PERCUSSION ESSENTIALS X3M

Percussion Essentials X3M is a product that combines the best material out of our percussion libraries, using the X3M engine and allowing the user to manipulate the sample material. This opens vast musical possibilities for the working composer.

Again, after receiving suggestions and cool ideas by our users, we decided to update the X3M engine, making it even easier to work with! Moreover, Percussion Essentials X3M has some new sample material that we recorded especially for this product.

The library has multiple dynamic levels (from very soft ppp to blasting ffff) and has multiple round-robin (meaning that each instrument has up to 9 unique samples that get changed every time you press a key).

THE X3M ENGINE

The concept behind the X3M engine is quite simple – it is made out of 12 zones that you assign different instruments to. After making the template of your choosing, just plug in and play – nothing else needed!

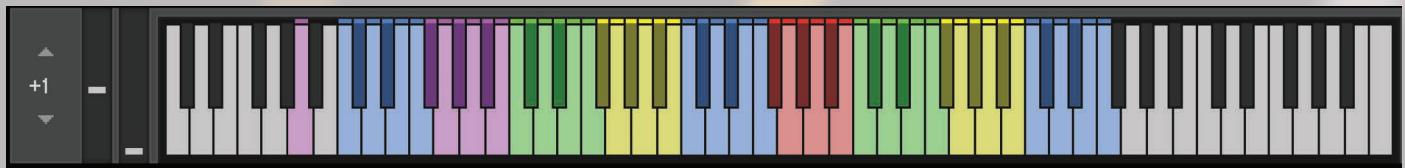
When you load up **Percussion Essentials X3M**, you automatically load all samples held inside the selected patch. However, the instruments are built in such a way that not only do you have four patches with all types of percussion you might need, but you also have patches that are optimized in a way that does not drain your RAM! The library is loading only the instruments which are active in your 12 zones into your RAM .

When you open a patch, all the settings you need are displayed right away:



HOW DO I LOAD INSTRUMENTS?

Click on any zone (marked Z-1, Z-2, Z-3, ..., Z-12) and then navigate through the list of categories and instruments; try and choose one that works well for you just by clicking on it – that way the instrument is already loaded into the selected zone.



All 12 keyboard zones are using different color markers to allow for easier navigation and playability. Not only that – when you start editing a zone, **its color will change to purple**. We did this to avoid confusion and to give you a clear view of what you are currently editing.

The Reset RR function is also available to you as a keyswitch located on A-1, marked in purple.

The patches also have global microphone control.

By default, you have all three microphone positions turned ON – “Close”, “Decca” and “Hall”. If you’d like, you can turn each of the microphones on or off, solo or mute them and also adjust the stereo spread of each, by clicking and dragging on the symbol on the right of the microphone position’s name.

SOUND SHAPING AND SOUND DESIGN OPTIONS

You have all 12 zones displayed on the page and you have several controls at your disposal for shaping the sound of all the different instruments in your current template:



EQ

A three band EQ giving you the possibility to boost or cut low, middle or high frequencies of the instruments.

AMP.FX

Transient Attack Knob & Transient Sustain Knob – transient attack and sustain work like a compressor; the attack amps up the beginning of the wave file, while the sustain can increase or decrease the sample tail. These are just PERFECT for getting even punchier sound!

Saturation Knob – a simple, but extremely effective tool to add little saturation/drive to some of the harmonics of the sound, or to take out some of the harshness.

WAVESHAPE

Pitch Knob – allows you to adjust the pitch of the samples. Really useful to load a single instrument twice and then change the pitch of one of the zones. For instance – load up a solo Taiko low on zones 1 and 2, then decrease the pitch of zone 2 all the way to the left. Play them together and now you have an even thicker sound!

Offset – moves the start point of the instrument samples up to 100 ms from their original position. When you adjust the button value, it automatically adds a bit of an attack curve to smooth the start. The higher the value of the button, the smoother the curve.

Align – One new functionality in Percussion Essentials X3M is the Align tool at the GUI's bottom right corner. This can be used to align and change the phase between the close and far microphones. Naturally the recording from the hall mics has a few ms of delay due to the bigger distance between the mics and the sound. However with the Align tool, you're able to compensate for this delay and change the character of the sound by adjusting the phase.

Apart from all of these modifications, you have the option to adjust the overall volume, mic volume and panning for each individual zone.

An additional functionality of all new X3M libraries is the "Select RR" function. This function allows you to deactivate any of the RRs for a particular instrument included in the library, by simply clicking on the RR number in the top right corner of the GUI. This gives you the liberty to shape the sound per your taste and need.

Last, but not least – the engine has some really useful controls:

NEW – initializes the template – just like the button CLEAR, but applied to all zones.

LOAD/SAVE – you have the possibility to make your own presets and to save them with just a few clicks!

HELP – a built-in “help” file. Just click on it, and brief explanations of all the library’s controls will light up and help you get through.

RESET RR – resets all Round-robin for the zone you’ve currently selected (this function is also available as a keyswitch, located on A-1)

Also, there are two additional buttons at the bottom right corner – DISCARD (reverts all changes you have made to the default values) and CLEAR (removes all samples and settings from the zone).

INSTRUMENT PATCHES

In your “Instruments” directory you will find the following patches:

“Percussion X3M Cymbals Gongs & Impacts”

“Percussion X3M Ensembles”

“Percussion X3M Small & Misc”

“Percussion X3M Solos”

You also have some additional premade patches/snapshots that you can load for specific instruments. They are to be found in the “Snapshots” folder. Here they are:

Cymbals - 1
Cymbals - 2
Cymbals - Epic Metals & Impacts
Ensembles - Djembe x3 - Flams
Ensembles - Djembe x3 - Main hits
Ensembles - Djembe x6 - Flams & FX
Ensembles - Djembe x6 - Main hits
Ensembles - Ethnics & Framedrums
Ensembles - High
Ensembles - Low
Ensembles - Rolls
Ensembles - Taikos 1
Ensembles - Taikos 2
Ensembles - Tupans

Small & Misc - Clocks & clacks
Small & Misc - Orchestral 1
Small & Misc - Orchestral 2
Small & Misc - Shakers
Solos - Djembe 5'
Solos - Djembe 8'
Solos - Djembe 10'
Solos - Djembe 14'
Solos - Framedrums
Solos - Orchestral
Solos - Rolls
Solos - Taikos 1
Solos - Taikos 2
Solos - Various

Here is a detailed list of all samples/instruments included:

PERCUSSION ESSENTIALS X3M ENSEMBLES

Instrument Name	Dynamic Layers	RRs
Juggernaut	6	9
Low Tom Ensemble 8	6	9
Mid Tom Ensemble 4	6	9
The Brute	4	5
Elder Titan BR	6	13
King Kong Shout	1	11
The Mandarin	4	10
Camel Safari	10	8
Xiaogu/Dagu (C)	6	6
Blizzard	4	9
Limitless	4	9
Whips	4	9
Fists of Fury	3	5
Pirate Ship	10	8
Fist Fighter	4	10
Click Clackers 2	10	8
Greater Beasts 2	10	8
Kali	5	13
Mumbai Chase H	2	13
Urban Warriors	4	13
Jungle Chase	3	10
Samurai	4	10
Voyvoda Tupans	10	8
Beater Damp.	4	10
Clack	4	10
Stick Damp.	4	10
Brushes	4	10
Brushes Side	3	10
Mallet Damp.	3	10
Beater	4	10
Stick	4	10
Beater Rimshot	4	10
Low	4	10

Instrument Name	Dynamic Layers	RRs
Mid	4	10
Side Hits	3	10
Brushes High	3	10
Shime-Daiko Ens	4	10
Shime-Daiko Flam	4	10
Taiko High	4	10
Taiko On-The-Rim	4	10
Last Stand	5	10
Way of the Fists	4	10
Tribes	4	10
Marauders	4	10
Game of Chairs	4	10
Rattle Snakes	4	10
High Skins	4	10
Low Skins	4	10
Low Hit	4	10
Runners	4	10
Low x6 Center	5	9
Low x6 Muted Center	5	9
Low x6 Side	4	9
Mid x6 Center	5	9
Mid x6 Muted Center	5	9
Mid x6 Side	4	9
High x6 Center	5	9
High x6 Muted Center	5	9
High x6 Side	4	9
Mixed x6 Center	5	9
Mixed x6 Muted Center	5	9
Mixed x6 Side	4	9
Add. Mixed x6 Brush	5	9
Add. Mixed x6 Side	4	9
High x6 Triplet Flam	3	9
Mixed x6 Triplet Flam	3	9
Mid x3 Center	5	9
Mid x3 Muted Center	5	9
Mid x3 Side	4	9
High x3 Center	5	9

<i>Instrument Name</i>	<i>Dynamic Layers</i>	<i>RRs</i>
High x3 Muted Center	5	9
High x3 Side	4	9
Mixed x3 Center	5	9
Mixed x3 Muted Center	5	9
Mixed x3 Side	4	9
Mixed x3 Brush	5	9
Mixed x3 Brush Side	4	9
Mid High x3 Flam	3	9
Mixed x3 Flam	3	9
Mid High x3 Triplet Flam	3	9
Mixed x3 Triplet Flam	3	9
Juggernaut Roll	4	1
Low Tom Ens 8 Roll	4	1
Mid Tom Ens 4 Roll	4	1
Tupan Ens 8 Roll	4	1
Tupan Brush Ens 8 Roll	4	1
Tupan Ens 3 Roll	4	1
Tupan Brush Ens 3 Roll	4	1
Taiko Low Roll	4	1
Taiko Mid Roll	4	1
Taiko Brushes Hi-Roll	4	1
Shime-Daiko Roll	4	1
Taiko High Roll	4	1

SOLOS

<i>Instrument Name</i>	<i>Dynamic Layers</i>	<i>RRs</i>
Bass Drum 1 36'	4	6
Gran Casa H	3	6
Thor's Hammer	1	4
Tom 12' Stick	3	6
Tom 14' Stick	4	6
Tom 16' Stick	4	6
Snare Drum Hit	3	6
Snare Drum FX	1	6
Snare Drum Cresc 1/8	1	2

Instrument Name	Dynamic Layers	RRs
Snare Drum Cresc 1/4	1	2
Snare Drum Cresc 1/2	1	2
Snare Drum Cresc bar	1	2
Low	4	10
Low Flam	4	10
Rim	4	10
Rim Flam	4	10
Side	4	10
Side Flam	4	10
(A) Normal	4	10
(A) Normal Flam	4	10
(A) Rim	4	10
(A) Rim Flam	4	10
(B) Normal	4	10
(B) Normal Flam	4	10
(B) Rim	4	10
(B) Rim Flam	4	10
(A) Normal (Shime-Daiko)	4	10
(A) Normal Flam (Shime-Daiko)	4	10
21' Center	3	10
21' Finger	2	10
Turk Center	3	10
Turk Finger	2	10
19' Center	3	10
19' Side	3	10
16' Center Damp	3	10
16' Finger	2	10
14' Center	3	10
14' Finger	2	10
14' Center (Djembe)	5	9
14' Muted Center (Djembe)	5	9
14' Side (Djembe)	4	9
14' Brush (Djembe)	5	9
14' Brush Side (Djembe)	4	9
14' Flam (Djembe)	3	9
14' Triplet Flam (Djembe)	3	9
10' A Center (Djembe)	5	9

Instrument Name	Dynamic Layers	RRs
10' A Muted Center (Djembe)	5	9
10' A Side (Djembe)	4	9
10' A Brush (Djembe)	5	9
10' A Brush Side (Djembe)	4	9
10' A Flam (Djembe)	3	9
10' A Triplet Flam (Djembe)	3	9
8' Center (Djembe)	5	9
8' Muted Center (Djembe)	5	9
8' Side (Djembe)	4	9
8' Brush (Djembe)	5	9
8' Brush Side (Djembe)	4	9
8' Flam (Djembe)	3	9
8' Triplet Flam (Djembe)	3	9
5' Center (Djembe)	5	9
5' Muted Center (Djembe)	5	9
5' Side (Djembe)	4	9
5' Brush (Djembe)	5	9
5' Brush Side (Djembe)	4	9
5' Flam (Djembe)	3	9
5' Triplet Flam (Djembe)	3	9
Cajon Rod 1	4	15
Cajon Rod (Center)	4	15
Cajon Broostock	4	15
Ultra Muted Cajon	4	15
Dagu Center	6	15
Dagu Rim	6	15
Taiko Low Roll	4	1
Taiko Rim Roll	4	1
Hira-Daiko A Normal Roll	4	1
Hira-Daiko A Rim Roll	4	1
Hira-Daiko B Normal Roll	4	1
Hira-Daiko B Rim Roll	4	1
Shime-Daiko A Normal Roll	4	1

CYMBALS GONGS & IMPACTS

<i>Instrument Name</i>	<i>Dynamic Layers</i>	<i>RRs</i>
Piatti 1 Open	3	6
Piatti 1 Muted	3	6
Gong	3	5
Tam-Tam	3	6
Cymbal 3	3	6
Cymbal 3 Cresc 1/8	1	2
Cymbal 3 Cresc 1/4	1	2
Cymbal 3 Cresc 1/3	1	2
Cymbal 3 Cresc bar	1	2
Cymbal 6	3	6
Cymbal 6 Cresc 1/8	1	2
Cymbal 6 Cresc 1/4	1	2
Cymbal 6 Cresc 1/3	1	2
Cymbal 6 Cresc bar	1	2
Hi Hat Rod Close	3	15
Ride Bell Broomstick	3	15
Small Long	6	6
Anvil 1	2	6
Cowbell 2 Open	2	6
Cowbell 2 Muted	2	6
Triangle 2	3	6
Finger Cymbal 1	2	6
Mini Gong 1	2	6
Mini Gong 2	2	6
Mini Gong 3	2	6
Flexatone	1	15
Mug Brush	2	15
Coin	4	15
Fly Drum 1	2	15
Anvil 1 (Epic)	1	2
Lightning	1	8
Thrall 1	1	8
Uruk-Hai	1	4
The Blacksmith	1	4
Neanderthal 1	1	4

<i>Instrument Name</i>	<i>Dynamic Layers</i>	<i>RRs</i>
Woodcutter	1	4
Nepal	1	4
Chun Li	2	4
Khan	2	4
Man Flesh	1	10
Tangra	1	10

SMALL & MISC

<i>Instrument Name</i>	<i>Dynamic Layers</i>	<i>RRs</i>
Tambourine 2	2	6
Tambourine 2 Cresc. 1/8	1	2
Tambourine 2 Cresc. 1/4	1	2
Tambourine 2 Cresc. 1/2	1	2
Tambourine 2 Cresc. bar	1	2
Castanets Left Hand	2	6
Castanets Right Hand	2	6
Claves	1	6
Guiro Hit	1	6
Guiro Short	2	6
Guiro Long	2	6
Temple Block 1	2	6
Temple Block 2	2	6
Temple Block 3	2	6
Vibraslap	1	6
Sleigh Bells 3	3	8
Sleigh Bells Ensemble	2	8
Shaker 4	2	15
Shaker 6	2	15
Cabassa Slide	1	15
Cabassa Hit	1	15
Shekere R Scratch	2	15
Shekere Side Hit	2	15
Rainstick Shake	1	16
Ethnic Shaker 1	1	15
Medium Clock	1	16

Instrument Name	Dynamic Layers	RRs
Metronome Bell	1	5
Chasing	3	9
Mad Rax	3	9
Electricity	3	9
Soft Grabber	3	9
Wooden Forks	4	15
Roofchase	4	15
Bended Cup	4	15
Wooden Block	4	15

INSTALLATION / SYSTEM REQUIREMENTS

Powered by Native Instruments free Kontakt Player v5.7.1+ or full Native Instruments Kontakt v5.7.1 or higher.

Approx. 20GB Hard drive space (~10GB for the archived files and ~10 GB for the unzipped library)

Internet access

Min. of 6GB RAM

For detailed setup instructions, please follow the link below:

<https://www.strezov-sampling.com/article/Setting-up-libraries-powered-by-Native-Instruments-Kontakt-Player.html>

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